

Purple Moon™

# Secret Paths

in the  
Forest™

Adventure Guide



# Friendship Adventures for Girls

Shhh! It's a secret!  
But we want you to know about  
our secret place - we can hang  
out, talk, and share stories about  
personal stuff. Plus, we  
need your help!



Darnetta



Viva



Jessie



## What's Inside

Getting Started - Windows® 95 .....	2
Getting Started - Macintosh® .....	4
Your Adventure Begins Here .....	5
Meeting Your Friends in the Tree House .....	6
Exploring Secret Paths .....	7
Special Options .....	9
Puzzle Hints .....	10
Problems & Fixes .....	12
Customer Support .....	12
Credits .....	13
Software License .....	15



Here's all you need  
to start your Secret Paths  
adventure!



### Windows 95 System Requirements

- IBM®-PC or compatible with 486/66 MHz or faster processor
- Windows 95
- 8 MB RAM or more (16 MB recommended)
- Hard disk with 10 MB or more of free disk space
- Double-speed (2x) or faster CD-ROM drive
- SVGA monitor and graphics card (640x480, 256 colors or better)
- 16-bit Windows-compatible sound card with speakers or headphones
- Mouse

### Windows 95 Installation

1. Insert the *Secret Paths in the Forest* CD into your CD-ROM drive.
2. If the AutoPlay feature on your computer is enabled, installation of the program will begin automatically; just follow the onscreen instructions. Otherwise, continue with the steps below.
3. On your desktop, double-click on the icon for My Computer (or your computer's icon).
4. Double-click on the CD icon.
5. Double-click on the Setup Secret Paths icon and follow the onscreen instructions.
6. When the installation is complete, you may be asked to restart your computer.

### Starting the Adventure

1. If the AutoPlay feature on your computer is enabled, the adventure begins automatically when you insert the CD into your CD-ROM drive. Otherwise, in the Start menu, select Programs, select Purple Moon, and select *Secret Paths in the Forest*. Then click on the *Secret Paths in the Forest* icon to start the adventure.
2. If you've never played before, type in your name at the first screen and click on OK. If you have played before, choose your name from the list, then click on OK.

### The ReadMe File

Browse the ReadMe file for more tips and troubleshooting information on running *Secret Paths in the Forest*. In the Windows 95 Start menu, select Programs, select Purple Moon, and select *Secret Paths in the Forest*. Then click on the ReadMe icon.



## Getting Started-Macintosh

### Macintosh System Requirements

- Macintosh 68040/33 MHz or faster processor
- System 7.1 or later
- 8 MB RAM or more (5 MB available)
- Hard disk with 10 MB or more of free disk space
- Double-speed (2x) or faster CD-ROM drive
- 256-color monitor
- Speakers and mouse

### Macintosh Installation

1. Insert the *Secret Paths in the Forest* CD into your CD-ROM drive.
2. Double-click on the Install *Secret Paths in the Forest* icon and follow the onscreen instructions.
3. When the installation is complete, you may be asked to restart your computer.

### Starting the Adventure

1. Double-click on the *Secret Paths in the Forest* folder in the Purple Moon folder on your desktop. Then double-click on the *Secret Paths in the Forest* icon.
2. If you've never played before, type in your name at the first screen and click on OK. If you have played before, choose your name from the list, then click on OK.

### The ReadMe File

Browse the ReadMe file for more tips and troubleshooting information on running *Secret Paths in the Forest*. Insert the CD into the CD-ROM drive and double-click on the ReadMe icon.

## Your Adventure Begins Here

You're invited to a secret, girls-only tree house. Here, you'll meet some friends who need advice about personal stuff – like families, feelings, and friendships. Help each girl by exploring her secret path, solving puzzles and gathering Secret Paths Stones along your way. Each Stone has its own special meaning that will help the girl you've befriended. Collect all the hidden stones to create a magical Garland Necklace that will give your friend a message for her alone.

### Keyboard & Mouse Controls

Use your mouse to move the **cursor** over different things you'll see in your travels. Click the mouse button once to select something. Drag objects to move them from one place to another. Different cursors give you clues as you go:



The **Ladybug** helps you explore each scene along your journey. When the Ladybug changes color, click there for something special.



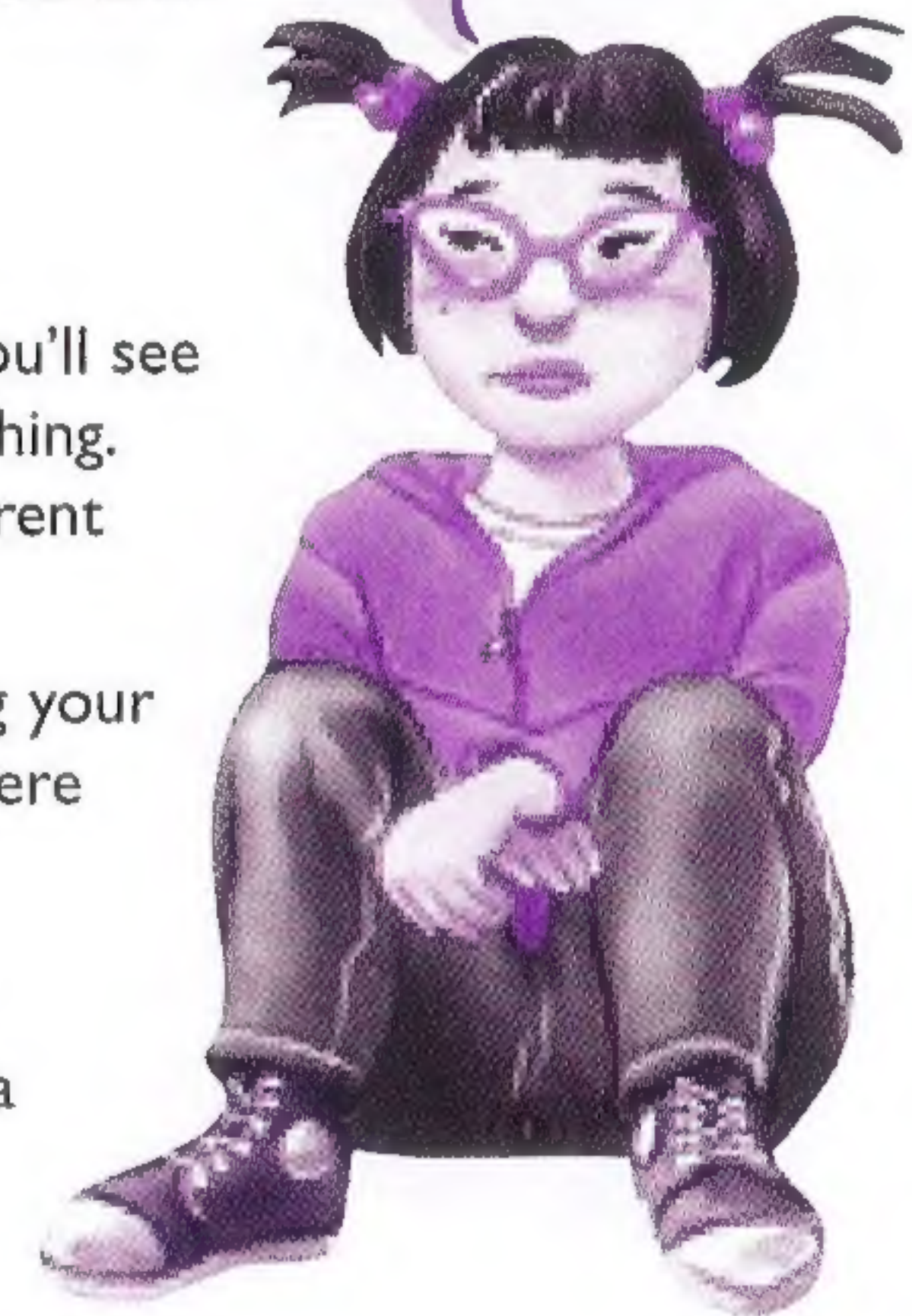
The **Butterfly** is your navigator, showing you the way forward or backward. Click at the far end of a path to move ahead. Click at the near end of a path to go back.



The **Heart** lets you explore everything else: the girls, the Friendship Box, the Purple Pouch – and more!

To **skip** any story, just press the **spacebar** while the story is playing.

There are  
so many paths  
to explore!



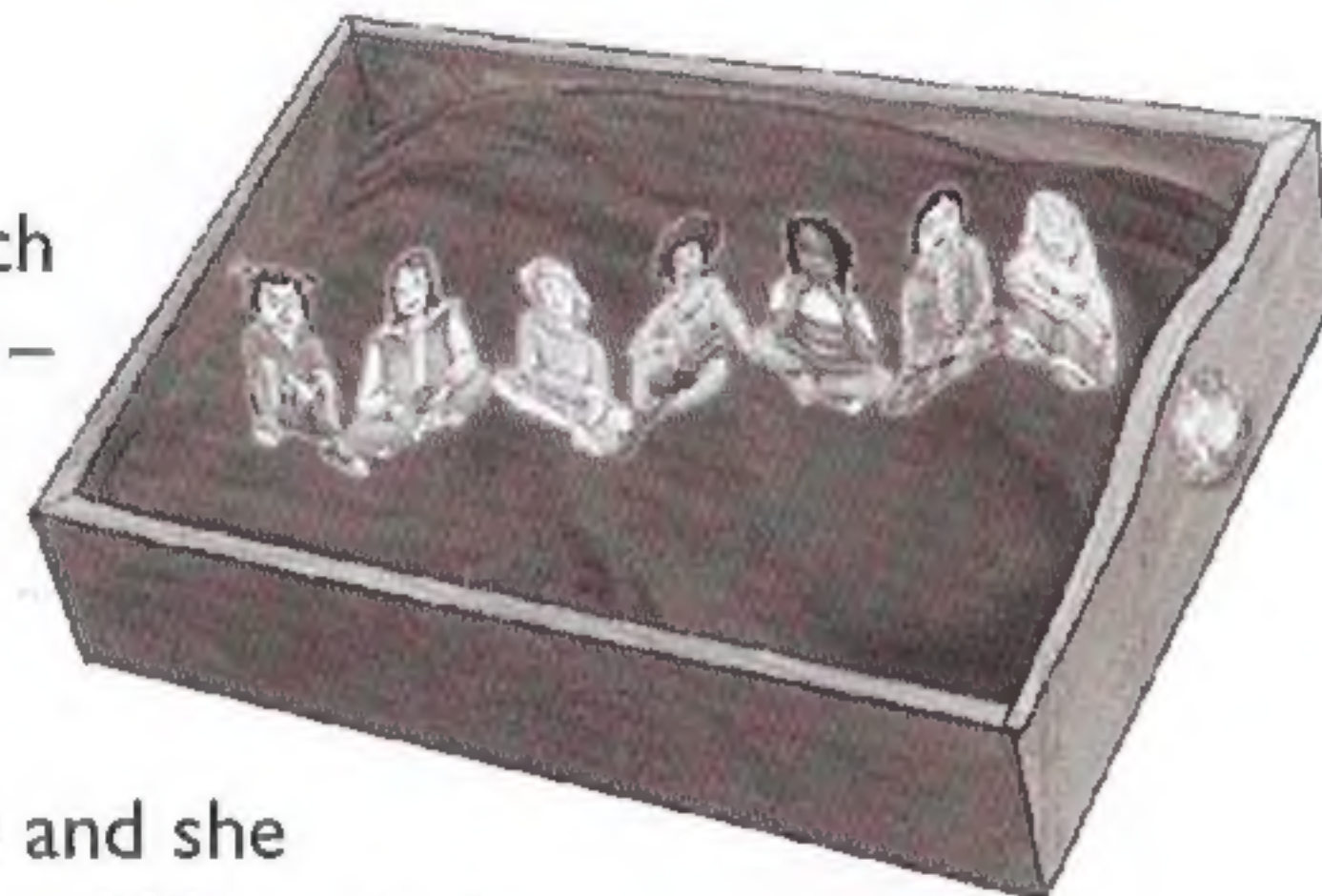


## Meeting Your Friends in the Tree House



In the tree house, you'll meet seven girls, each with a different story to tell. Waiting for you in the tree house is a journal of mysterious origin – **The Book of the Secret Paths**. Who left it there? What does it contain? Read its contents (just click on the book), and you'll learn the history and hidden details of the secret paths.

To meet the girls who need your help, click on the **top drawer** of the **Friendship Box**. Then click on each girl to hear what she has to say. You can invite the girls – up to three at a time – to the tree house. Click anywhere off the girls to close the drawer, and the girls will greet you in the tree house.



Click on a girl in the tree house and she will tell you more of her story. When she's finished, you can choose to help her by clicking on the **Purple Pouch** in the bottom right corner of the screen. When you do, you will begin your journey down the enchanted pathways of her inner world. Or you can return to the tree house by clicking on the **tree house icon** in the top left corner.

## Making the Tree House Your Own

Try clicking on the **"Girls Only" sign**, the sun-moon in the **dream-catcher** or its **ornaments**, and the **pillows** to make the tree house your own special place.

## Exploring Secret Paths



As you travel the Secret Paths, be sure to explore every scene! Hidden creatures, magical lights and sounds, and many other surprises await you.

Look carefully, and you will find Secret Paths Stones. Not every scene may contain a stone, and not all stones are easy to find! You may need to solve a puzzle in order for a stone to be revealed. If you see a **blossoming flower** in the bottom left corner of the screen, that means you can make a puzzle more challenging. Click on the blossoms to add more flowers: the more flowers, the harder the puzzle.

When you find a stone, click on it to see its hidden message. Drag the stone to your **Purple Pouch** for safekeeping. You can open your Pouch at any time by clicking on it. The stones inside will spill out for you to see. Click anywhere else to put the stones back in the Pouch and return to exploring the path.





## Returning to the Tree House



You can return to the tree house at any time – just click on the **tree house icon** in the top left corner of the screen.

If you see your Pouch wiggling in the tree house, that means you've collected all of the hidden stones on the path you've traveled. Click on the Pouch and watch the stones magically transform into a beautiful **Garland Necklace**. Place the Necklace around the neck of the girl you've been helping, then watch what happens next!



## Storing the Stones

After you've explored a girl's path, your Pouch will magically empty its contents into the **Friendship Box**. Whether you've collected a few stones or have created a complete Garland Necklace, your stones and Garlands will be kept safe here, even if you quit the adventure. In the tree house, open the **bottom drawer** of the Box

and you'll see, in the circle that surrounds each friend, how many stones you've gathered and how many you have left to find.

Click on any stone to see its message whenever you like. If you've completed a Garland Necklace, it will be in the bottom drawer too. Click on the clasp of the Necklace to see its message again.



Click on the Purple Moon icon in the top right corner to get in and out of your adventure. A screen appears that lets you choose any one of these options:

- **Change Players** lets you leave your adventure and let a friend play.
- **End** stops and automatically saves your adventure.
- To adjust the volume, click on a volume button from Soft to Loud.

Tip: You can also quit your adventure at any time using these keyboard shortcuts:

- Windows 95: press Ctrl + Q
- Macintosh: press Command + Q





## Dannetta's Path

### The Court of the Ancient Statue

The book holds the clue to the Ancient Statue of Transformation. How many different statues can it become? Find the combination that will give forth a Secret Paths Stone.

## Dana's Path

### The Bustling Bee's Meadow

Don't worry – this bee won't sting. It's too busy carrying pollen from one flower to the next. Only the bee knows the secret of the white blossom: discover it, and a purple flower will reward you.

### Granite Pass

Explore the tumbled boulders on this mountainside and you'll find that they contain a riddle. To solve it, you need to discover the links between the mysterious pictographs.

## Whitney's Path

### The Macaw's Bright Blooms

Watch as the jungle foliage blooms: is there a pattern? The macaw will be your guide.

### Sparkle-Lily Lagoon

A magical sphere of light holds the key. Capture its sparkles and you'll be shown the mystery of the Sparkle-Lilies.

## Minh's Path

### The Owl's Roost

When the full moon shines brightly, the lake's surface is like a mirror. And when the owl takes flight above the shimmering water, her reflection takes on magical properties.

### Shadow Grove

In the darkness of night, let your ears be your guide. A hidden owl will show you the way. But be careful: the cricket's chirp might steer you wrong.

### The Moonflower Vine

By the light of a firefly, you may discover the mystery of the moonflower vine. Can you repeat the pattern of the blossoms?

## Jessie's Path

### The Fawn's Shady Dell

Careful! The fawn is easily startled. But if you're unhurried and gentle, the fawn will show you a secret stone.

### The Bird's Nest

What can you feed the hungry baby birds before the mother bird returns?

### Spider Serenade

Believe it or not, these spiders can make beautiful harmonies when they find their rightful place on the web.

## Miko's Path

### Tumbleweed Valley

When the breezes blow, the tumbleweeds roll, and Coyote laughs at it all. One tumbling briar will lead you to a secret stone.

### Cacophonous Cactus Curve

Old Lizard loves to dance to the beat of the desert plants. Create a rhythm that he likes, and a Secret Paths Stone will be yours!

### Blue Stone Bend

Special rocks in this sun-washed landscape know the secret of the path stone. The closer you come to a hidden stone, the more the rocks will glow.

## Viva's Path

### The Marsh of Mysteries

Listen carefully: the sounds of the marsh are your clues to finding a hidden stone. Hear a frog? You're getting warm! Hear a mosquito buzz? Go the other way!

### The Copper-Fish Pool

When the copper fish frolics in her pool, what can you give her in exchange for a Secret Paths Stone?

## Viva's Path (cont.)

### Walkway of the Twin Lanterns

The lanterns guard the secret: discover it and several charmed objects will appear! Closer investigation will show you their hidden sounds. Can you find each object's mate?

### The Flashing Lantern

What's the secret of the flashing lantern? Watch as the colored lights glow, then look to the path. Can you pick a familiar pattern in the stepping stones?

### The Lion's Enchanted Bowl

Summon your courage to entice a stone lion to reveal the secret of his singing bowl. Using the song stick, can you coax the bowl to make a sound?

### The Gate of the Golden Tassels

Discover the mystery of the Norin Gate, hidden within its flowing curtain. Make the cloth unfurl and watch as it shows you clues that will lead you to your reward.



## Problems & Fixes

### Quick Fix

Problems running the software? First try cleaning your CD. Use a soft, clean, lint-free cloth dipped in water or a CD-cleaning solution. Gently wipe off fingerprints and dust. Do not use a tissue or rough material, as it may scratch the CD.

### Check System Requirements and Installation

Be sure your computer system meets the minimum requirements and that you've installed the software correctly. See pages 2–4 for details.

### Check the ReadMe File

For more tips and information on running *Secret Paths in the Forest*, browse the ReadMe file. In the **Windows 95** Start menu, select Programs, select Purple Moon, and select *Secret Paths in the Forest*. Then click on the ReadMe icon. On the **Macintosh**, double-click on the ReadMe icon in the *Secret Paths in the Forest* CD window.

## Customer Support

If you need help after trying the fixes above, call our Technical Support Department at **1-650-526-5090**, Monday–Friday from 8 am to 5 pm Pacific Standard Time. You can also visit our web site at **www.purple-moon.com**.

### 30 Day Satisfaction Guarantee

If you are not completely satisfied with this product, Purple Moon will gladly refund your money. Return the complete product (software, adventure guide, in-box merchandise, etc.) in the original packaging, with your dated receipt showing the store and location, and an explanation for the return, within 30 days of purchase. Limit: one per household. Dealers, distributors, and their employees are not eligible.

Please call Purple Moon Customer Service at **1-650-526-5090** or return the merchandise postage-paid to: 1091 Shoreline Blvd., Mountain View, CA 94043.

## Credits

# Secret Paths in the Forest

Designed by  
Brenda Laurel, Purple Moon  
In Collaboration with  
Convivial Design, Inc.

### Purple Moon

Development Director:  
Producer:  
Art Director:  
Artists:

Writers:  
Design Consultants:  
Sound Design:  
Prototype Development:  
Production Coordinator:  
Installation Programming:  
Quality Assurance:  
Brand Management:  
Manual:  
Merchandise:  
Voice Talent:

### Special Thanks:

Rod O'Neal  
Lee Cline  
Grace Chen  
Greg Araya, Sarah Gahagan, Nathan Gammill, Kirk Henderson, Tarra Lyons, Steve McClure, Tom Meade, Tony Morse, Barbara Pollack, Eddie Roth, Susan Stanley, Kris Wainscott  
Lucinda DeLorimier, Ene Osteraas-Constable, Kristin Spence  
Danielle Berry, Kevin McGee, Nathan Shedroff  
Darren Gibbs, Lisa Kuhne, Brenda Laurel  
Grace Chen, Lili Cunningham, Pei Yu  
Christina Weiland  
Charley Sweet, KnoSys, Darren Gibbs  
Judi Davis  
Floriana Spezza  
Carol Ann Hanshaw, Kristin Spence  
Kristee Rosendahl, Paradigm Studios, ToyTEQ., Tura Marketing, Inc.  
Nydia Avellan (Viva), Lucinda DeLorimier ("Sari's Story"), Hilary Hulteen (Dana), Jenna Johnson (Jessie), Geri Keams ("The Bears Who Couldn't Get Along"), Morgan Kibby (Whitney), Brenda Laurel ("The Hedley Kow"), Kashiko Omdahda (Darnetta), Sandra Rodgers ("The Fearful Rabbit"), Belinda Sullivan ("A Tale of Unity"), Jacci Vang (Minh), Rhonnie Washington ("The Bird Who Couldn't Sing"), Jasmine Yep (Miko)  
Georgina Corzine, Angus Durocher, Sue Faulkner, Robert Garcia, Noel Hirst, Christopher Ireland, Bonnie Johnson, Richard Johnson, Charles Lassiter, David Liddle, Joy Marcus, Davis Masten, Anna Reis, Diane Schiano, Russell Scheil, Ellen Tauber, Rob Tow

Developed by  
MEDIA • CONCRETE

Product Researched by  
Interval Research Corp and  
Cheskin+Masten/ImageNet



## Convivial Design, Inc.

President & Co-Producer:  
Art Director & Co-Producer:  
Creative Directors:  
Project Manager:  
Photographers:  
Sound Design Directors:  
Sound Casting & Direction:  
Sound Design/Music Composition:

Illustrators/Artists:

Animators:  
Additional Creative Design:  
Software Design:  
Software Engineering:

Digital Storyboarding:

Lead Writer:  
Writers:  
Special Thanks:

Pat Roberts  
Jocelyn Cohen  
Jocelyn Cohen, Melinda Hess, David Lawrence, Pat Roberts  
Ene Osteraas-Constable  
Jocelyn Cohen, Melinda Hess, Aicha Nystrom, Ene Osteraas-Constable, Pat Roberts  
Elise Baldwin, Brenda Hutchinson  
Elise Baldwin, Steven Cosson, Bob Davis, Barney Jones  
Krys Brobrowski, Joshua Brody, Bob Davis, Jennifer Griffin, Zoey Kroll, Lisa Kuhne,  
John Loose, Rona Michele, Ed Osborne, Andrew Roth, Chris Salter, Niki Smith  
Bing Burnham, Grace Chen, Charles Dabo, Monica Decany, Robert Dougherty,  
Ron Gammill, Erica Hess, Dawei Liu, Tarra Lyons, Catherine Margerin, Siri Margerin,  
Caitlyn Meeks, Tony Morse, Corinne Okada, Pauline Phung, Veronica Shemanovskaya,  
Jennifer Siegal, Susan Stanley, Armand Tam  
Laurence Arcadias, Georgina Corzine, Sarah Gahagan, Catherine Margerin  
Corinne Okada  
Tammi Riedl  
Susan Angebrannndt, Trish Arana, Thomas Deaton, Andrew Kaluznicki, Charlie Koehl,  
Brian Kromrey, Tammi Riedl, Pat Roberts, Rachel Ruben, Jim Voigt  
Elise Baldwin, Georgina Corzine, Lawrence Dirscher, Sari Gilman, Melinda Hess,  
Tarra Lyons, Gordon McCreighty, Aicha Nystrom, Steve Tenaglia  
Ene Osteraas-Constable  
Luanne Brown, Carina Chocano, Nicky Heron, Ruth Stotter  
Jeanne Becanceney, Linda Fleming, Jennifer Griffin, April Guttierrez, Eric Hollisinger,  
Jimmy Jacobs, LLP, Kathleen Jerene, Marlita Kahn, Roz Kirby, Irina Kegulskaya,  
Sofia Klatzker, Macias & Ryan, Inc., Perri McNulty-Levitt, Cynthia Riggs,  
Barbara Roseman, George Wadsworth, Pat Yue, Carolyn Zola

Stuart Cudlitz  
George Consagra  
Anne Ashbey  
Reven Malkmus  
Marc Blanchard  
Jonathan Levy  
Ian Bigelow, Chris Hurwitz, Jason Muscat, John Szymanski  
Norman Badillo, Maegan Mundi, Lowell Robinson  
Michael Kosacki, Brian Kromrey  
Corey Branstrom  
Liz Pike

## MEDIA • CONCRETE

Creative Director:  
CEO:  
Executive Producer:  
Producer:  
Senior Programming:  
Senior Technical Director:  
Programming:  
Movie Assembly:  
Movie Compression:  
Production Coordinator:  
Production Assistant:

## Software License

### SOFTWARE LICENSE AGREEMENT

**BEFORE YOU USE THIS PROGRAM**, CAREFULLY READ THE FOLLOWING. USING THIS PROGRAM INDICATES THAT YOU **AGREE** TO BE BOUND TO THE TERMS AND CONDITIONS OF THE LICENSE AGREEMENT CONTAINED INSIDE, WHICH IMPOSES LEGAL OBLIGATIONS ON YOU WITH RESPECT TO THE USE OF THIS SOFTWARE AND DOCUMENTATION. IF YOU **DO NOT AGREE** TO BE BOUND BY THE TERMS OF THIS LICENSE AGREEMENT, **DO NOT** USE THIS PROGRAM. INSTEAD, PROMPTLY RETURN THIS PROGRAM AND ANY OTHER ITEMS (INCLUDING PRINTED MATERIALS) THAT YOU MAY HAVE CONCERNING THIS PACKAGE TO THE PLACE WHERE YOU OBTAINED THEM FOR A FULL REFUND. IF YOU WOULD LIKE A COPY OF THE TERMS OF THIS LICENSE PRIOR TO OPENING THE PACKAGE, PLEASE CALL 1-888-2PURPLE (1-888-278-7753).

### PURPLE MOON LICENSE AGREEMENT/LIMITED WARRANTY

This is a legal agreement between you (either an individual or an entity) and Purple Moon Media ("Purple Moon"). **BY USING THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, AND YOU ARE THE ORIGINAL PURCHASER OF THE SOFTWARE, PROMPTLY RETURN THE SOFTWARE (INCLUDING PRINTED MATERIALS AND PROOF OF PURCHASE) TO THE PLACE OF PURCHASE FOR A FULL REFUND.**

**GRANT OF LICENSE.** Purple Moon grants to you a personal, non-transferable, non-exclusive right to use one copy of the software included on the CD-ROM and any accompanying materials (the "Software"). You may use the Software on only one computer at any time, which use may include loading the Software into the temporary memory (i.e., RAM) or installing the Software into permanent memory (e.g., hard disk) of that computer. Under this license, you **MAY NOT** (i) copy or distribute the Software, (ii) use the Software for any purpose other than personal use; or (iii) modify the Software.

**COPYRIGHT.** The Software (including all animation, audio, characters, maps, music, photographs, video, and text incorporated into the Software) is owned by Purple Moon, its suppliers and licensors, and is protected by United States copyright laws and international treaty provisions.

**OTHER RESTRICTIONS.** This License Agreement is your proof of license to exercise the rights granted herein and must be retained by you. You may not sublicense, rent, or lease the Software. You may not reverse engineer, decompile or disassemble the Software, except to the extent that this restriction is expressly prohibited by applicable law.

**LIMITED WARRANTY.** Purple Moon warrants that the media on which the Software is distributed is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). This Limited Warranty is void if failure of the Software has resulted from accident, abuse, or misapplication. **PURPLE MOON AND ITS SUPPLIERS DISCLAIM ALL OTHER WARRANTIES OF ANY KIND, EITHER EXPRESS, STATUTORY OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. PURPLE MOON IS NOT OBLIGATED TO PROVIDE ANY UPDATES TO THE SOFTWARE.**



**WARRANTY CLAIMS.** Purple Moon shall, at its sole option, (a) refund the amount you paid for the Software or (b) repair or replace the Software provided that (i) the defective Software is returned to Purple Moon or an authorized dealer prior to expiration of the Warranty Period and (ii) you have completed and returned the enclosed registration card. Any replacement Software will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer.

**LIMITATION OF LIABILITY.** In no event will Purple Moon, its suppliers or licensors be liable for any damages whatsoever (including, without LIMITATION, incidental, direct, indirect, special and consequential damages, damages for LOSS of business profits, business interruption, loss of business INFORMATION, or other pecuniary loss) arising out of the use or inability to use the Software, even if advised of the possibility of such damages. In no event will the liability of Purple Moon, its suppliers and licensors exceed the amount paid by you for the Software. Because some jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

**GOVERNING LAW.** This Agreement is governed by the laws of California without application of principles of conflicts of laws.

**THIRD PARTY BENEFICIARIES.** You are hereby notified that persons and entities which have licensed software to Purple Moon for inclusion in the CD-ROM and the Software are third party beneficiaries to this Agreement as it applies to their respective software product(s) included in the Software.

**US GOVERNMENT RESTRICTED RIGHTS.** If the Products are acquired under the terms of a proposal or agreement with the United States Government or any contractor therefor, the Products are subject to the following: (a) For acquisition by or on behalf of civilian agencies, as necessary to obtain protection as "commercial computer software" and related documentation in accordance with the terms of this Commercial Software Agreement as specified in 48 C.F.R. 12.212 of the Federal Acquisition Regulations and its successors; (b) For acquisition by or on behalf of units of the Department of Defense ("DoD") as necessary to obtain protection as "commercial computer software" and related documentation in accordance with the terms of this commercial computer software license as specified in 48 C.F.R. 227-7202-2 of the DoD F.A.R. Supplement and its successors.

Check Us Out  
at the Coolest Place for Girls  
on the World Wide Web!  
[www.purple-moon.com](http://www.purple-moon.com)

Whitney



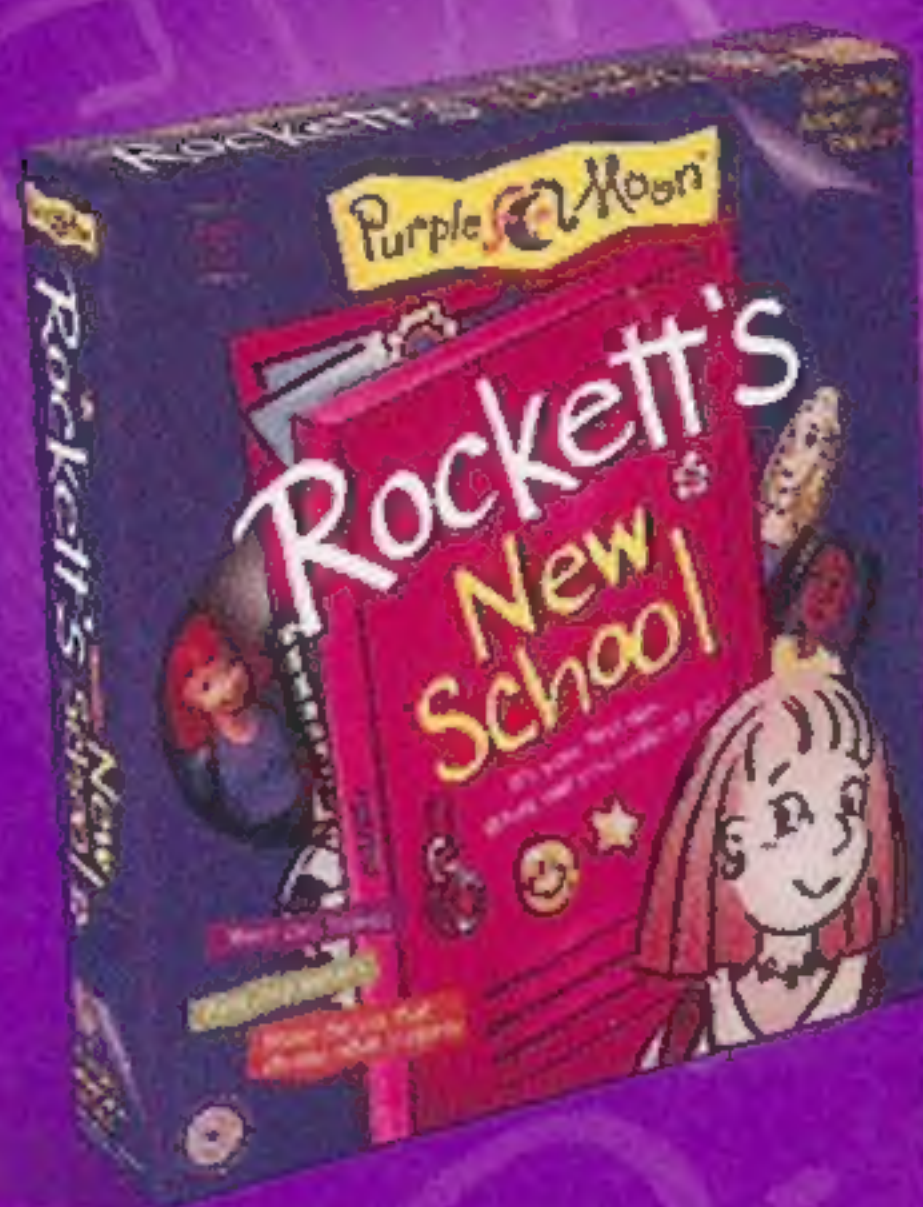
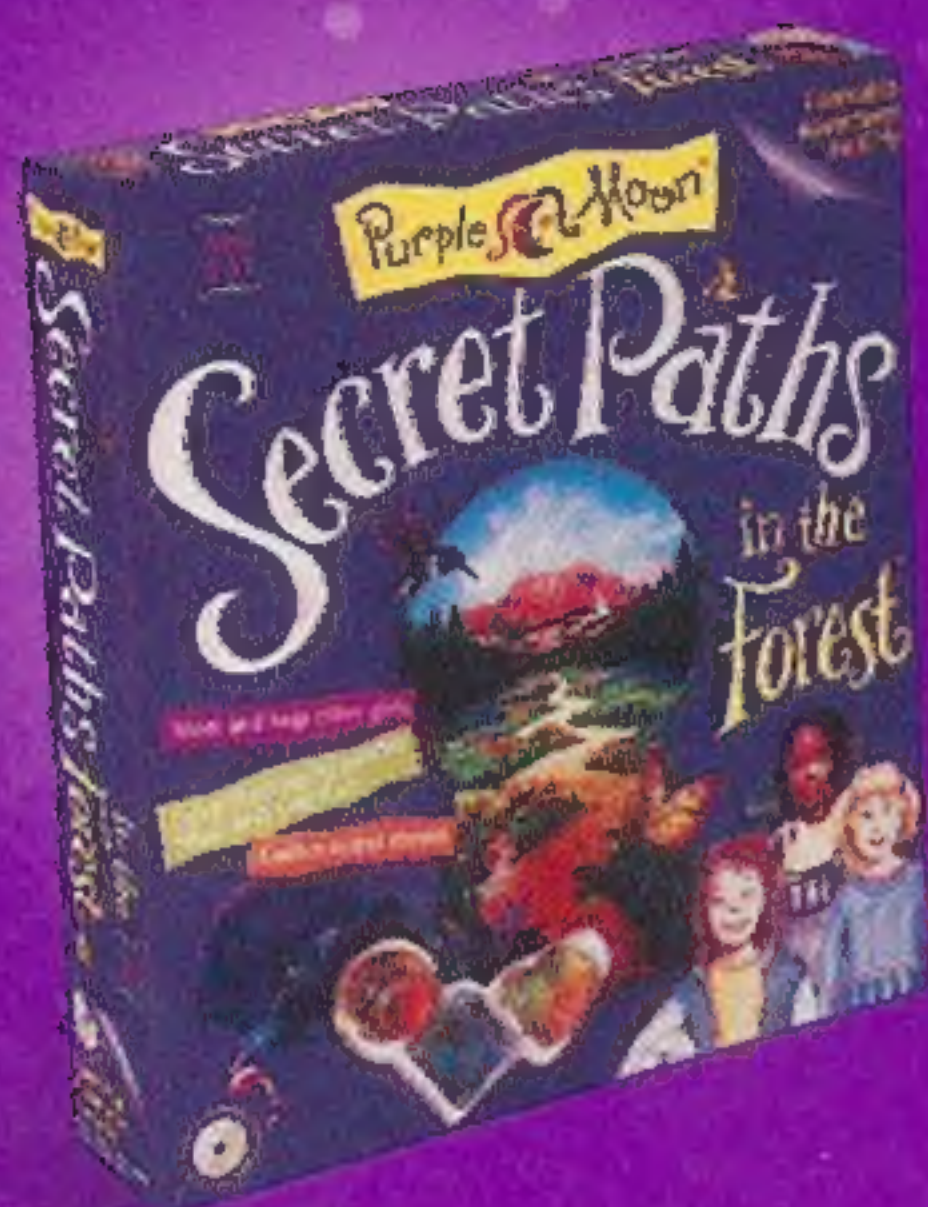
THE CONTENT AND STORY WITHIN THIS PRODUCT, ALL NAMES, CHARACTERS, PLACES, SITUATIONS, INCIDENTS AND BUILDINGS PORTRAYED ARE FICTITIOUS. NO SIMILARITY TO ACTUAL PERSONS, PLACES, SITUATIONS, INCIDENTS, BUILDINGS OR PRODUCTS IS INTENDED OR SHOULD BE INFERRED.

© 1997 Purple Moon Media. All rights reserved.

Friendship Adventures for Girls, Purple Moon, the Purple Moon logo, Rockett's New School, Rockett's Tricky Decision, Secret Paths and Secret Paths in the Forest are trademarks of Purple Moon Media. All other trademarks are the property of their respective trademark owners.



# Purple Moon



Coming  
Spring 1998!

Meet more friends  
when you play other  
**Rockett and Secret Paths**  
**Friendship Adventures.™**

## FRIENDSHIP ADVENTURES FOR GIRLS™

Deep friendships. Love of nature. The confidence to be cool. The courage to dream. It's what girls are all about. And it's what girls share when they discover Purple Moon Adventures. Which is why Purple Moon is just for girls.

Purple Moon, 1091 Shoreline Blvd., Mountain View, CA 94043

Part Number: 102-00-3000